

Claims

Please amend Claim 1, 3, 15, 18 and 21 as follows:

1. *(Currently amended)* A method for delivery of scheduled broadcasted programs from a media ~~delivery-center~~server to ~~one or more~~a plurality of client machines via a transmission media, said method comprising:

 caching program content of broadcasted programs in local storage associated with the media ~~delivery-center~~server, the broadcasted programs being produced externally;

 delivering the broadcasted programs from the media ~~delivery-center~~server to the ~~one or more~~ client machines by streaming the program content from the local storage therein to the ~~one or more~~ client machines via the transmission medium;

 receiving at the media ~~delivery-center~~server a pause request from ~~at least a~~ particular one of the client machines requesting to pause a particular one of the broadcasted programs being delivered to the particular one of the client machines; and

while continuing to deliver the particular one of the broadcasted programs to the remaining client machines, performing the pause request by server-side retention of the program content for the particular one of the broadcasted programs in the media ~~delivery-center~~server in response to the pause request so as to render the program content following the pause request to be subsequently available to a device chosen by a user of the particular one of the client machines, as if the user is continuing live with the particular one of the broadcasted programs while the remaining client machines in fact are ahead of the particular one of the broadcasted programs.

2. *(Original)* A method as recited in claim 1, wherein said performing of the pause request by the server-side retention comprises recording a location in the local storage for the particular one of the broadcasted programs.

3. *(Currently amended)* A method as recited in claim 1, wherein said performing of the pause request by the server-side retention comprises recording the program content for the particular one of the broadcasted programs in an allocated storage space associated with the media ~~delivery center~~server.

4. *(Original)* A method as recited in claim 1, wherein the transmission medium comprises one or more of the Internet, a private/public data network, a cable network, a public telephone network, and a wireless network.

5. *(Original)* A method as recited in claim 1, wherein the program content is in digital data form suitable for transmission over the transmission medium..

6. *(Original)* A method as recited in claim 1, wherein said method further comprises:

determining whether an account for the particular one of the clients permits the pause request; and

ignoring the pause request when said determining determines that the account does not permit the particular one of the clients to pause.

7. *(Original)* A method as recited in claim 1, wherein said method further comprises:

subsequently receiving a play request from the particular one of the clients requesting to receive the program content for the particular one of the broadcasted programs that has been server-side retained following the pause request; and

thereafter, in response to the play request, delivering a remaining portion of the particular one of the broadcasted programs to at least the particular one of the clients by streaming the program content for the particular one of the broadcasted programs that has been server-side retained from the local storage to the particular one of the clients via the transmission medium.

8. (Original) A method as recited in claim 7, wherein said delivering of the remaining portion is directed to a location indicated by the play request.
9. (Original) A method as recited in claim 8, wherein the location differs from an initial location where the particular one of the clients received the delivery of an initial portion of the particular one of the broadcasted programs.
10. (Original) A method as recited in claim 7, wherein said delivering of the broadcasted programs by the streaming is performed in accordance with a schedule.
11. (Original) A method as recited in claim 7, wherein the transmission medium comprises one or more of the Internet, a private/public data network, a public telephone network, a cable network, and a wireless network.
12. (Original) A method as recited in claim 7, wherein the location is one of (i) an IP address and (ii) a telephone number.
13. (Original) A method as recited in claim 7, wherein said method further comprises:
determining whether an account for the particular one of the clients permits the pause request; and
ignoring the pause request when said determining determines that the account does not permit the particular one of the clients to pause.
14. (Original) A method as recited in claim 7, wherein said method further comprises:
determining whether an account for the particular one of the clients permits the pause request; and
notifying the particular one of the clients that the pause request has been processed.

15. *(Currently amended)* A media delivery server that provides media program content to client machines, the media delivery server comprising:

an access to a storage area, said storage area storing program content for a programs being delivered to the client machines;

an account manager, said account manager operating to determine whether a request from one of the client machine is authorized based on account information accessible by said account manager;

a program streaming manager, said program streaming manager operating to stream the program content for the programs to the client machines in accordance with a schedule; and

a pause/replay manager, said pause manager receiving a pause request from a particular client machine, and causing the remaining program content for the program being streamed to the particular client machine to be retained in said storage area while continuing to stream the program content for the program to the remaining client machines, so that the remaining program content for the program retained in said storage area is subsequently available for retrieval when said pause/replay manager receives a replay request within a predefined time limit, as if the particular client machine is continuing live with the program being streamed while the remaining client machines in fact are ahead of the program.

16. *(Original)* A media delivery server as recited in claim 15, wherein said media delivery server couples to the client machines over a transmission medium that includes one or more of the Internet, a private/public data network, a public telephone network, and a wireless network.

17. *(Original)* A media delivery server as recited in claim 15, wherein the program content is stored and streamed in an MPEG format.

18. *(Currently amended)* A computer readable medium including computer program code for delivery of scheduled broadcasted programs from a media delivery

~~center~~server to one or more clients via a transmission media, said computer readable medium comprising:

computer program code for caching program content of broadcasted programs in local storage associated with the media ~~delivery center~~server;

computer program code for delivering the broadcasted programs from the media ~~delivery center~~server to ~~the one or more~~ a plurality of client machines by streaming the program content from the local storage therein to the ~~one or more~~ client machines via the transmission medium;

computer program code for receiving a pause request at the media ~~delivery center~~server from ~~at least a~~ particular one of the client machines requesting to pause a particular one of the broadcasted programs being delivered to the particular one of the client machines; and

computer program code for performing the pause request by server-side retention of the program content for the particular one of the broadcasted programs so as to render the program content following the pause request to be subsequently available to ~~the a~~ user of the particular one of the client machines, as if the user is continuing live with the particular one of the broadcasted programs while the remaining client machines in fact are ahead of the particular one of the broadcasted programs.

19. (Original) A computer readable medium as recited in claim 18, wherein the transmission medium comprises at least one of the Internet, a private/public data network, a public telephone network, and a wireless network.

20. (Original) A computer readable medium as recited in claim 18, wherein said computer program code for delivering of the broadcasted programs by the streaming is performed in accordance with a schedule.

21. (Currently amended) A computer readable medium as recited in claim 24~~20~~, wherein said computer program code for performing of the pause request by the server-side retention operates to record the program content for the particular one of

the broadcasted programs in the local storage associated with the media delivery center server.

22. *(Original)* A computer readable medium as recited in claim 18, wherein said computer readable medium further comprises:

computer program code for determining whether an account for the particular one of the client machines permits the pause request; and

computer program code for ignoring the pause request when said computer program code for determining determines that the account does not permit the particular one of the client machines to pause.

23. *(Original)* A computer readable medium as recited in claim 18, wherein said method further comprises:

computer program code for receiving a play request from the particular one of the client machines requesting to receive the program content for the particular one of the broadcasted programs that has been server-side retained following the pause request; and

computer program code for delivering, in response to the play request, a remaining portion of the particular one of the broadcasted programs to at least the particular one of the client machines by streaming the program content for the particular one of the broadcasted programs that has been server-side retained from the local storage to the particular one of the client machines via the transmission medium.